

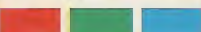
# Shooting Gallery™



CAT. NO.  
26-3088

**Radio Shack**

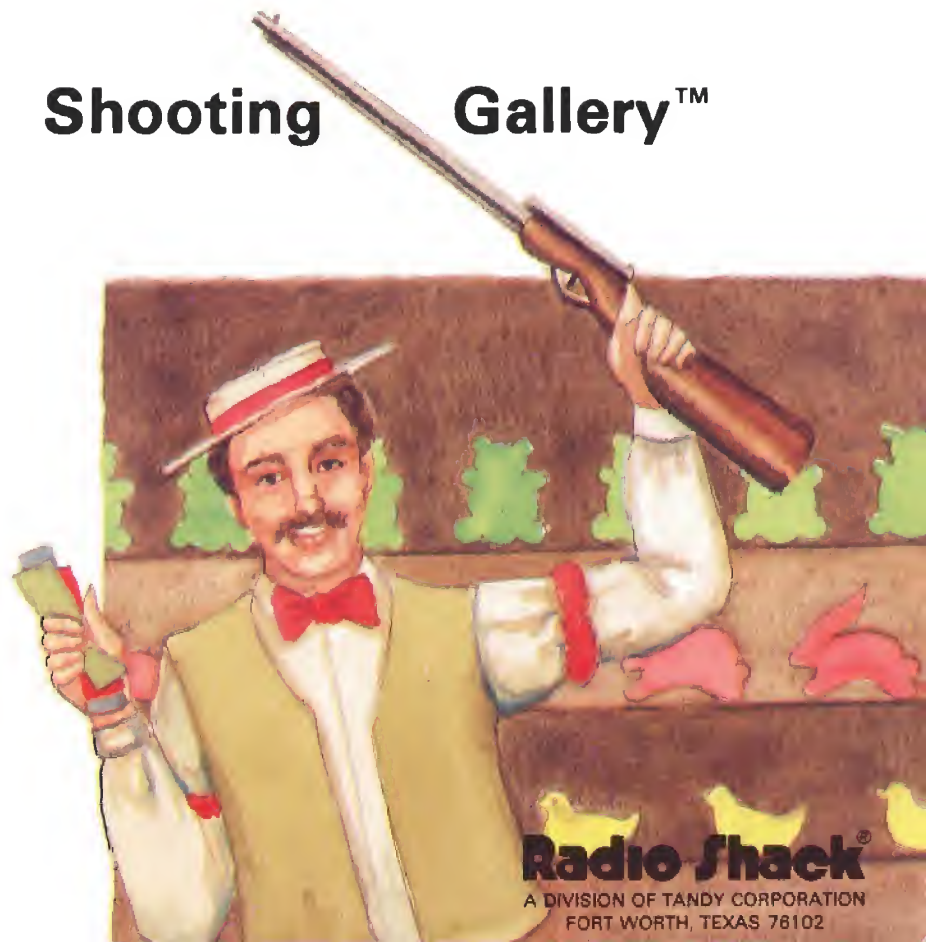
**TRS-80**



**COLOR  
COMPUTER**

TM

# Shooting Gallery™



**Radio Shack®**

A DIVISION OF TANDY CORPORATION  
FORT WORTH, TEXAS 76102

Shooting Gallery Program:  
© 1982 Datasoft Inc.  
Licensed to Tandy Corporation  
All Rights Reserved.

This applications software for the TRS-80 Color microcomputer is retained in a read-only memory (ROM) format. All portions of this software, whether in the ROM format or other source code form format, and the ROM circuitry, are copyrighted and are the proprietary and trade secret information of Tandy Corporation and/or its licensor. Use, reproduction or publication of any portion of this material without the prior written authorization by Tandy Corporation is strictly prohibited. The license for using this software is printed in the back of this manual.

Shooting Gallery Program Manual:  
© 1982 Tandy Corporation  
All Rights Reserved.

Reproduction or use, without express written permission from Tandy Corporation, of any portion of this manual is prohibited. While reasonable efforts have been taken in the preparation of this manual to assure its accuracy, Tandy Corporation assumes no liability resulting from any errors or omissions in this manual, or from the use of the information obtained herein.

10 9 8 7 6 5 4 3 2 1

## Introduction

Have you ever wondered if you were a sharp enough marksman to win one of those big stuffed animals at the State Fair? All that fun and excitement is yours with the TRS-80 Color Computer Shooting Gallery! You can have endless fun taking aim at ducks, bunnies, and other moving targets as they travel across your screen. With a little practice, you can move up the ranks to the advanced levels and become a "crack shot."

To play this great arcade game, you'll need a TRS-80 16K Color Computer. Joysticks are optional, but they make it easier for you to aim and fire.

10 SHOTS \$1.00  
WIN A PRIZE!



10 SHOTS BLOC  
WITH A POCKET

The bull's eye - When you hit a bull's eye, the direction in which each row of targets travels changes to the exact opposite.

The diamond - Hitting a diamond gives you four extra bullets. This can come in handy in advanced rounds.

Each time a target is hit, you'll see your score increase at the bottom of the screen. Beneath your score is the high score so far. Claiming the high score can bring glory and honor to you, so do your best!

## **Getting Past the First Round**

If you run out of bullets before you destroy all the targets, the game is over. However, if you manage to shoot all the targets, you get a chance for easy extra points. A bear will run across the screen. Your job is to hit the bear as many times as you can. Each time you hit it, you receive 100 points, and the bear will change directions and run faster. Once it manages to run off the screen, the round is over and the next round begins.

You also get an added bonus at the end of each round for any unused bullets (30 points per bullet). This should give you an incentive to aim carefully and waste as few bullets as possible. You can occasionally hit

two targets with one bullet, if you're fast enough - but don't depend on this method to pull you through a tight spot!

When you start Round 2, you will be given two less bullets. Each time a new round is started, two less bullets will be available, down to 26 bullets (in Round 13). From that point on, you'll have 26 bullets for each round.

## **Advanced Levels**

The significance of hitting the diamonds becomes obvious when you advance to higher levels. By the time you reach Round 5, you will be given less ammunition than it takes to destroy all the targets (43 of them!). Try to hit the diamonds and collect those extra bullets early in each round, so you'll have a better chance at getting to the next round.

Beginning in Round 10, other surprising things happen, so watch for them. By the time you get this far, you should be an expert marksman!

## **The Targets**

There are several rows of moving targets. Each row has a different point value. The values are:

Owls - 10 points

Ducks - 20 points

Bunnies - 30 points

Smiling Faces - 40 points

Frowning Faces - 0 points

Bull's Eyes - 50 points

Diamonds - 60 points

As you shoot, you'll notice that there are a few special features for destroying different targets. The targets with special features are:

The frowning face - If you hit the frowning face, you earn no points, and an extra bunny appears! Be careful to avoid the faces when they frown, and aim fast when they smile.





### **RADIO SHACK SOFTWARE LICENSE**

A. Radio Shack grants to CUSTOMER an non-exclusive, paid up license to use on CUSTOMER'S computer the Radio Shack computer software received. Title to the media on which the software is recorded (cassette and/or disk) or stored (ROM) is transferred to the customer, but not title to the software.

B. In consideration for this license, CUSTOMER shall not reproduce copies of Radio Shack software except to reproduce the number of copies required for use on CUSTOMER'S computer (if the software allows a backup copy to be made), and shall include Radio Shack's copyright notice on all copies of software reproduced in whole or in part.

C. CUSTOMER may resell Radio Shack's system and applications software (modified or not, in whole or in part), provided CUSTOMER has purchased one copy of the software for each one resold. The provisions of this software License (paragraphs A, B, and C) shall also be applicable to third parties purchasing such software from CUSTOMER.

### **IMPORTANT NOTICE**

**ALL RADIO SHACK COMPUTER PROGRAMS ARE LICENSED ON AN "AS IS" BASIS WITHOUT WARRANTY.**

Radio Shack shall have no liability or responsibility to customer or any other person or entity with respect to any liability, loss or damage caused or alleged to be caused directly or indirectly by computer equipment or programs sold by Radio Shack, including but not limited to any interruption of service, loss of business or anticipatory profits or consequential damages resulting from the use or operation of such computer or computer programs.

This Warranty gives the original purchaser specific legal rights, and the original purchaser may have other rights which vary from state to state.

**RADIO SHACK, A DIVISION OF TANDY CORPORATION**

**U.S.A.: FORT WORTH, TEXAS 76102  
CANADA: BARRIE, ONTARIO L4M 4W6**

**TANDY CORPORATION**

**AUSTRALIA**

**280-316 VICTORIA ROAD  
RYDALMERE, N.S.W. 2116**

**BELGIUM**

**PARC INDUSTRIEL DE NANINNE  
5140 NANINNE**

**U. K.**

**BILSTON ROAD WEDNESBURY  
WEST MIDLANDS WS10 7JN**

**PRINTED IN U.S.A.**